Claims

1. A method for providing an interaction between a user of an electronic device (300), and the electronic device, said device comprising an user interface and a motion sensor (314) capable of detecting three dimensional motion, **characterized** in that the method comprises
- the user providing a gesture by touching the device, said gesture comprising at least one component of the three dimensions,
- the motion sensor (314) of the device (300) detecting said gesture and
- the device (300) providing a feedback in response to said gesture detection.

2. A method according to claim 1, **characterized** in that said gesture selects a function of the device.

3. A method according to claim 1, **characterized** in that said gesture activates a function of the device.

4. A method according to claim 2 or 3, **characterized** in that said function is a scroll of a list in the user interface of the device.

5. A method according to claim 1, **characterized** in that said gesture moves a game cursor on the display of the device in two dimensions.

6. A method according to claim 5, **characterized** in that a further gesture in a third dimension of the device accepts the move made by the user in two other dimensions.

7. A method according to claim 2, **characterized** in that said selection is confirmed by said feedback.

8. A method according to claim 3, **characterized** in that said activation is confirmed by said feedback.

9. A method according to claims 7 and 8, **characterized** in that said feedback is at least one of the following: a tactile feedback, an audible feedback or a visual feedback.

10. An electronic device (300) for providing interaction between a user of said electronic device, said device comprising an user interface and a motion sensor (314) capable of detecting three dimensional motion, **characterized** in that the device comprises

- detecting means (301, 302, 314) for detecting a gesture comprising at least one component of the three dimensions which gesture is provided by at least one touch of the user
- feedback means (301, 302, 315) for providing a feedback in response to said detected gesture.

11. A device according to claim 10, **characterized** in that said detecting means are arranged to select a function in response to said detected gesture.

12. A device according to claim 10, **characterized** in that said detecting means are arranged to activate a function in response to said detected gesture.

13. A device according to claim 11, **characterized** in that said feedback means are arranged to inform the user about the confirmation of said selection.

14. A device according to claim 12, **characterized** in that said feedback means are arranged to inform the user about the confirmation of said activation.

15. A device according to claims 13 and 14, **characterized** in that said feedback means are arranged to provide at least one of the following feedback: a tactile feedback, an audible feedback or a visual feedback.

16. An electronic device according to claim 10, **characterized** in that said gesture is arranged to move a game cursor on the display of the device in two dimensions.

17. A method according to claim 16, **characterized** in that a further gesture in a third dimension of the device is arranged to accept the movement made by the user in two other dimensions.

18. A device according to any of claims 10 to 17, **characterized** in that said device is at least one of the following: a portable game console or a wireless communication device.

19. A computer program product for an electronic device (300) for providing interaction between a user of said electronic device, said device comprising an user interface and a motion sensor (314) capable of detecting three dimensional motion, **characterized** in that the computer program product comprises

- computer program code for causing the device to detect at least one gesture of the user touching the device, said gesture comprising at least one component of the three dimensions,
- computer program code for causing the device to provide a feedback in response to said detected gesture.